

AMENDMENTS TO THE SPECIFICATION

Please amend the paragraph found at page 21, line 1 with the following:

A1
In this embodiment, a concept of a window is introduced. The window means an area which makes definite sense on an image space, of which the host is conscious, and a unit of a transfer processing of image data. In Fig. 8, a window 58 for displaying a three-dimensional (3D) moving picture screen and a window 59 used for a text display are illustrated. As shown in Fig. 8, when it is tried to display text characters with a high resolution of 200 dpi (dot per inch) on the display screen 57, the size becomes one fourth since a resolution of a screen is usually 100 dpi. Therefore, in the text display, the text characters are displayed using a larger font having a ~~four-fold~~ four-fold size. On the other hand, with respect to the 3D moving picture screen displayed by the window 58, the data is originally made by VGA (640×480 dots), and the 3D moving picture is displayed so as to have a 2.5-fold size vertically and horizontally, namely with 1600×1200 dots.

Please amend the paragraph found at page 25, line 7 with the following:

A2
Fig. 10 is an explanatory view for briefly explaining a transfer method of image data using a packet used in this embodiment, in conjunction with the foregoing window. It is now assumed that an area A and an area B exist as an image generated by an application on the host. Referring to Figs. 1 and 10, in in this embodiment, a developing operation of the image is not executed on the host side 10 to be described later, but executed on the panel side 50 to be described later. On the host side 10, a window ID: 4 is set for the area A and a window ID: 5 is set for the area B. The transfer of the image information to the panel side 50 is executed in a packet method in which the image information is sorted for each area. To be more specific, an image signal is transferred after, for example, packetizing of the

image signal at each scan, in response to a Display Enable signal. ID information is added to each packetized image signal, and then the packetized image signal is transferred. If each handler to be described later in a specified sub-panel is set so as to process the window ID: 4 and the window ID: 5, the image information, which is transferred in the form of a packet and to which the window ID is added, can be developed on a specified panel. Note that the data transfer in the form of a packet will be described later in detail.
